

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method for operating a plurality of gaming machines in a bonus round, comprising the steps of:

providing ~~an~~ a plurality of attraction ~~mechanism~~ mechanisms linked together, wherein each attraction mechanism is respectively associated with an individual for
~~each~~ gaming machine;

electronically linking said gaming machines; and

causing said attraction mechanisms of said individual gaming machines to be operated as a group when any one of said linked gaming machines provides an electronic signal indicative of a bonus round being activated.

2. (Original) The method of claim 1 wherein said attraction mechanism comprises a mechanical apparatus which has external moving parts, said parts being caused to move upon operation.

3. (Original) The method of claim 2 wherein said mechanical apparatus is a human figure having at least one moving limb.

4. (Original) The method of claim 3 wherein said human figure is caused to dance upon operation.

5. (Original) The method of claim 1 wherein all of said attraction mechanisms are caused to be operated simultaneously.

6. (Original) The method of claim 1 wherein said attraction mechanisms are caused to be operated in a staggered manner.

7. (Original) The method of claim 1 wherein all of said attraction mechanisms continue to be operated until none of said linked gaming machines is in a bonus round.

8. (Currently Amended) A method for operating a plurality of gaming machines, comprising the steps of:

providing ~~an~~ a plurality of attraction feature features linked together, wherein each attraction feature is respectively associated with ~~for~~ each gaming machine; and causing said attraction features of each gaming machine to be operated as a group when any one of said linked gaming machines provides a signal indicative of a predetermined event designed to activate an attraction feature.

9. (Original) The method of claim 8 wherein said predetermined event is the entry into a bonus round.

10. (Original) The method of claim 8 wherein all of said attraction features are caused to be operated simultaneously.

11. (Original) The method of claim 8 wherein said attraction features are caused to be operated in a staggered manner.

12. (Original) The method of claim 9 wherein all of said attraction features continue to be operated until none of said gaming machines is in a bonus round.

13. (Original) The method of claim 8 further including the step of electronically linking said gaming machines.

14. (Currently Amended) A coordinated group of gaming machines, comprising:
a plurality of gaming machines, each machine having a basic game which a player can play;
~~an~~ a plurality of attraction mechanism mechanisms linked together, wherein each attraction mechanism is respectively associated with each said gaming machine;
an operator for each said attraction mechanism responsive to an activation signal;
a communication network linking said operators; and
a signal generator which yields an activation signal upon a predetermined event occurring on any one of said gaming machines, said activation signal being communicated to each said operator to operate said attraction mechanisms on each gaming machine as a group.
15. (Original) The gaming machines of claim 14 wherein said attraction mechanism comprises a mechanical apparatus which has external moving parts, said parts being caused to move upon operation.
16. (Original) The gaming machines of claim 15 wherein said mechanical apparatus is a human figure having at least one moving limb.
17. (Original) The gaming machines of claim 16 wherein said human figure is caused to dance upon operation.
18. (Original) The gaming machines of claim 14 wherein all of said attraction mechanisms are caused to be operated simultaneously.
19. (Original) The gaming machines of claim 14 wherein said attraction mechanisms are caused to be operated in a staggered manner.

20. (Original) The gaming machines of claim 14 wherein said predetermined event is the entry of a machine into a bonus round, and all of said attraction mechanisms continue to be operated until none of said gaming machines is in a bonus round.

21-24. (Canceled).

25. (Currently Amended) An electronically linked group of gaming machines, comprising:

- a plurality of gaming machines, each machine having a basic game upon which a player places a wager and plays said basic game;
- a mechanized feature respectively associated with each said gaming machine wherein all mechanized features are linked together, said mechanized feature having parts which visibly move in a manner perceptible by a player;
- a controller operating said mechanized feature upon an activation signal;
- a communication network linking said controllers; and
- a signal generator which yields an activation signal on any one of said gaming machines upon a predetermined event in operation of a gaming machine, said activation signal being communicated to each said controller to operate said mechanized features on each said gaming machine as a group.

26. (Original) The gaming machines of claim 25 wherein said mechanized feature comprises a human figure which has moving limbs, said limbs being caused to move in a dancing mode upon operation.

27. (Original) The gaming machines of claim 26 wherein all of said figures are caused to be operated simultaneously.

28. (Original) The gaming machines of claim 26 wherein a predetermined dancing mode having a start and finish is provided which is common to each gaming machine, and at least some of said figures are caused to be operated at a different start time.

29-33. (Canceled).

34. (Currently Amended) A gaming system comprising:

a plurality of gaming machines;

an attraction feature respectively associated with each gaming machine which can be caused to function;

at least one controller linking all of said attraction features and causing said attraction features to operate as a group when a predetermined event occurs on any one of said gaming machines.

35. (Original) The gaming system of claim 34 further including an operator for each said attraction feature responsive to an activation signal, a communication network linking said operators, and a signal generator which yields an activation signal upon a predetermined event, said activation signal being communicated to each said operator by said controller to operate said attraction features as a group.

36. (Original) The gaming system of claim 34 wherein said function is at least one of a visual and aural character.

37. (Original) The gaming system of claim 36 wherein said predetermined event is entry into a bonus round.

38. (Original) The gaming system of claim 36 wherein said attraction feature comprises a mechanical apparatus which has external moving parts.

39. (Original) The gaming system of claim 38 wherein said mechanical apparatus is a human figure having at least one movable limb.

40. (Original) The gaming system of claim 39 wherein said figure is caused to dance.

41. (Original) The gaming system of claim 34 wherein all of said attraction features are caused to be operated substantially simultaneously.

42. (Original) The gaming system of claim 34 wherein said attraction features are caused to be operated in a staggered fashion.

43. (Original) The gaming system of claim 34 wherein said attraction features are caused to be operated with each attraction feature providing a different part of an overall presentation.

44-46. (Canceled).